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h.m. Jurga-  
3/10/01

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of **Johannes, F. M.**

Atty. Docket No.: **PHN 16-219 A**

Serial No.: **09/022,132**

Group Art Unit: **3617**

Filed: **2/11/98**

Examiner: **White, C.**

Title: **METHOD FOR OPERATING A VIDEO GAME WITH BACKFEEDING A VIDEO IMAGE OF A PLAYER, AND A VIDEO GAME ARRANGED FOR PRACTISING THE METHOD**

Honorable Commissioner of Patents and Trademarks  
Washington, D.C. 20231

**Amendment/Reply to Office Action**

Sir:

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Enclosed is a reply in the above-identified application in response to the Office Action dated 3 October 2000.

Please amend the claims as follows. For convenience, attached is a clean copy of the pending claims of this application, as amended.

1. (Thrice Amended) A method for operating a multi-player video game, [said] the method comprising [the steps of]:

enabling [a] each player of multiple players to interact with a gaming environment,

machine-detecting a score and/or performance of each [the] player in a particular session,

backfeeding into the gaming environment a [representation] video image of a currently high-scoring player [said score and/or performance in visual form through an item that identifies the player in question], and

displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players in a prominent location, during the particular session

[said method being characterized by automatically taking up a video image of the player in question as said representation for subsequent video display in said gaming environment, and allowing said player to suppress during said session a presentation of said actual score and/or performance to said backfeeding].

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